

QUICK REFERENCE CARD

TUSK

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Web of Death	○○○ + FP	Linker & Parry Opener
	Boot Kick	○○○ + Any Kick	DK, MK Linkers
	Skull Spinner	○○○ + FK	
	Back Slide	○○○○○ + QP	
SPECIAL MOVES	Conqueror	○○○ + Any Punch	Pop-up
	Fake Skull Spinner	○○○ + QK	
	Air Double	○ + Kick	
	Throw	○ = FK	
SUPER MOVES	Reverse Throw	○ = FK	In an opponent's throw menu
	Parry Move	○ = Hold QP	
	Pressure Move	○ = FP	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○ + QK	
	Ultra	○○○ + MP	
	ULTIMATE	○○○○○ + MK	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Super Boot Kick	○○○○○ + FK	Requires 2 Super Bar Blocks Linker
Super Web of Death	○○○○○ + FP	Requires 2 Super Bar Blocks Linker	
Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks	
Pillar of Phoenix	○○○○○ + QK	Requires 4 Super Bar Blocks	
Super Conqueror	○○○○○○○ + FP	Requires 6 Super Bar Blocks	
END SPECIALS	End Special 1	Back Slide + QP	
	End Special 2	Conqueror + FP	
	End Special 3	Skull Spinner + FK	
	End Special 4	Boot Kick + FK	
	End Special 5	○○○ + QP	After first 4 Enders

KIM WU

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Tornado Kick	○○○ + Any Kick	QK, MK Linker & MK Parry Opener
	Firecracker	○○○ + MP, FP	MP Linker
	Split Kick	○○○ + FK	
	Fake Split Kick	○○○ + MK	Pop-up
SPECIAL MOVES	Fireflower	○○○ + QP	
	Air Fire	○○○ + MP / FP	
	Air Torpedo	○○○ + Any Punch	Must Jump
	Pop-up	○○○ + Any Punch	
	Air Double	○○○ + Punch	
	Roll	Top ○	
	Throw	○ + FP	
	Reverse Throw	○ + Hold QP	In an opponent's throw menu
	Parry Move	○ = Hold QP	
	Pressure Move	○ = FK	
SUPER MOVES	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○ + QK	
	Ultra	○○○ + QK	
	ULTIMATE	○○○○○○○ + QK	
	Q-Combo Ultimate	○○○○○○○ + MK	
	Super Torpedo	○○○○○ + FK	Requires 2 Super Bar Blocks Linker
	Super Firecracker	○○○○○ + FP	Requires 2 Super Bar Blocks Linker
	Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
	Super Air Torpedo	○○○○○ + MP (Jump in Air)	Requires 4 Super Bar Blocks
Scrap Dragon	○○○○○ + FP	Requires 6 Super Bar Blocks	
END SPECIALS	End Special 1	Fireflower + QP	
	End Special 2	Firecracker + FP	
	End Special 3	Tornado Kick + FK	
	End Special 4	Split Kick + FK	
	End Special 5	○○○ + MK	After first 4 Enders

FULGORE

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cyber Dash	○○○ + MK, FK	MK Linker, MK Parry Opener
	Eye Laser	○○○ + MP, FP	MP Linker
SPECIAL MOVES	Laser Storm	○○○ + Any Punch	
	Fake Laser Storm	○○○ + QP	
	Eye Laser	○○○ + FP, MP	
	Plasma Skin	○○○ + Any Punch	Pop-up
	Electro Fleet	○○○ + Hold QK	
	Air Double	○○○ + Punch	
	Parry Move	○ = Hold QP	
	Pressure Move	○ = FP	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
SUPER MOVES	Mini-Ultra	○○○ + QP	
	Ultra	○○○ + QK	
	ULTIMATE	○○○○○ + MK	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Inviso	○○○○○ + FK	Uses Super Power on you menu
	Lock On	○○○○○ + QK	Requires 1 Super Bar Blocks
	Triple Laser Storm	○○○○○ + QP	After Lock On
	Any Eye Laser	○○○ + FP	Requires 1 Super Bar Blocks
	Plasmaport	○○○ + Any Punch/Kick	Requires 1 Super Bar Blocks
	Super Electro Fleet	○○○○○ + QK	Requires 3 Super Bar Blocks
END SPECIALS	End Special 1	Cyber Dash + FK	
	End Special 2	Eye Laser + FP	
	End Special 3	Laser Storm + MP	
	End Special 4	Plasma Skin + FP	
	End Special 5	○○○ + QP	After first 4 Enders

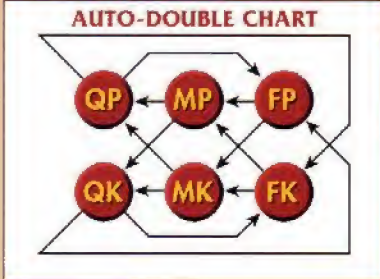


EmuMovies

KILLER INSTINCT GOLD

JAGO

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Laser Blade	○○○ + MP, FP	MP Linker
	Windkick	○○○ + Any Kick	QK, MK Linkers, MK Parry Opener
	Wings Slide	○○○ + Any Kick	QK, MK Linkers
	Endokuken	○○○ + Any Punch	
SPECIAL MOVES	Fake Endokuken	○○○ + QK	
	Real Endokuken	Press FP ○○○ Release FP	
	Air Double	○○○ + Kick	
	Throw	○ = FP	
	Reverse Throw	○ = FP	In an opponent's throw menu
	Tiger Fury	○○○ + Any Punch	Pop-up
	Parry Move	○ = Hold QP	
	Pressure Move	○ = FK	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
SUPER MOVES	Mini-Ultra	○○○ + QK	
	Ultra	○○○ + QK	
	ULTIMATE	○○○○○ + FK	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Super Wings Slide	○○○○○ + FK	Requires 2 Super Bar Blocks Linker
	Super Windkick	○○○○○ + MK	Requires 2 Super Bar Blocks Linker
	Shadow Move	○○○○○ + MK	Requires 3 Super Bar Blocks
	Super Endokuken	○○○○○ + QP	Requires 4 Super Bar Blocks
	Super Tiger Fury	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	END SPECIALS	End Special 1	Windkick + FK
End Special 2		Laser Blade + FP	
End Special 3		Tiger Fury + FP	
End Special 4		Endokuken + FP	
End Special 5		○○○ + MP	After first 4 Enders



Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.



MAYA

	MOVE NAME	KEY COMBINATION	NOTES
OPENS	Mantis	○ + TP	Pop-up
	Savage Blades	○ + MP	Linker & Parry Opener
	Flu Kick	○ + MK	Linker
	Air Mantis	○ + TP	Jump in Air
	Jungle Leap	○ + FK	
	Savage Leap	○ + GK	
	Colony Bite	○ + GP	Pop-up
	Air Double Throw	○ + Any Kick	
	Reverse Throw	○ + FP	In an opponent's throw move
	Parry Move	○ + Hold GP	
SPECIAL MOVES	Pressure Move	○ FK	
	Breaker	○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + FP	
	Ultra	○ + FK	
	ULTIMATE	○ ○ ○ ○ ○ ○ + GK	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + GP	
	Super Flip Kick	○ ○ ○ ○ ○ ○ + MK	Requires 3 Super Bar Blocks Linker
	Super Savage Blade	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks Linker
	Shadow Move	○ ○ ○ ○ ○ ○ + FP	Requires 3 Super Bar Blocks
Super Jungle Leap	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
END SPECIALS	End Special 1	Colony Bite + GP	
	End Special 2	Mantis + FP	
	End Special 3	Jungle Leap + FK	
	End Special 4	Savage Leap + GK	
	End Special 5	○ + GP	After first 4 Enders



GLACIUS

	MOVE NAME	KEY COMBINATION	NOTES
OPENS	Cold Shoulder	○ ○ + MP	Linker
	Icy Grip	○ ○ ○ + GP	
	Liquidize & Uppercut	○ ○ ○ + MK	Linker & Parry Opener
	Liquidize in Air	○ ○ ○ + Any Kick	Must Jump
	Liquidize	○ ○ ○ + GK	
	Liquidize & Uppercut	○ ○ ○ ○ + MK, FK	
	Icy Lunge	○ ○ ○ ○ + FP	Pop-up
	Arctic Blast	○ ○ ○ ○ + Any Punch	Pop-up
	Air Double Throw	○ ○ ○ ○ + Any Kick	
	○ + FP		
SPECIAL MOVES	Reverse Throw	○ + Hold GP	In an opponent's throw move
	Parry Move	○ + Hold GP	
	Pressure Move	○ FK	
	Breaker	○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ + GP	Requires 6 Super Bar Blocks
	Mini-Ultra	○ ○ ○ ○ + GK	
	Ultra	○ ○ ○ ○ + GK	
	ULTIMATE	○ ○ ○ ○ ○ ○ + MK	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + GK	
	Super Uppercut	○ ○ ○ ○ ○ ○ + FK	Requires 3 Super Bar Blocks Linker
Super Cold Shoulder	○ ○ ○ ○ ○ ○ + FK	Requires 3 Super Bar Blocks Linker	
Super Liquidize & Uppercut	○ ○ ○ ○ ○ ○ + FK	Requires 3 Super Bar Blocks	
Super Arctic Blast	○ ○ ○ ○ ○ ○ + GP	Requires 4 Super Bar Blocks	
Arctic Slam	○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks	
END SPECIALS	End Special 1	Icy Grip + GP	
	End Special 2	Liquidize + FK	
	End Special 3	Icy Lunge + FP	
	End Special 4	Arctic Blast + TP	
	End Special 5	○ ○ ○ ○ + GK	After first 4 Enders



B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
OPENS	Flk Kick	○ ○ ○ + Any Kick	OK, MK Linker
	Flu	○ ○ ○ ○ + MP	Linker & Parry Opener
	Tiger Slide	○ ○ ○ ○ + Any Kick	MK Linker
	Flame Fire	○ ○ ○ ○ + Any Punch	
	Flu Flame Fire	○ ○ ○ ○ ○ ○ + GK	
	Son	○ ○ ○ ○ + FP	
	Air Buster	○ ○ ○ ○ + Any Kick	Pop-up
	Air Double Throw	○ ○ ○ ○ + Any Kick	
	○ + FP		
	Reverse Throw	○ + Hold GP	In an opponent's throw move
SPECIAL MOVES	Parry Move	○ + Hold GP	
	Pressure Move	○ FK	
	Breaker	○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	○ ○ ○ ○ + FP	
	Ultra	○ ○ ○ ○ + GK	
	ULTIMATE	○ ○ ○ ○ ○ ○ + FP	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + MK	
	Super Ichi	○ ○ ○ ○ ○ ○ + FP	Requires 3 Super Bar Blocks Linker
	Fire Cat	○ ○ ○ ○ ○ ○ + MK	Requires 3 Super Bar Blocks Linker
Super Flap	○ ○ ○ ○ ○ ○ ○ ○ + FK	Requires 4 Super Bar Blocks	
END SPECIALS	End Special 1	Air Buster + FK	
	End Special 2	Flu Flame + FK	
	End Special 3	Son + FP	
	End Special 4	Tiger Slide + GK	
	End Special 5	○ ○ ○ ○ + GK	After first 4 Enders



TJ COMBO

	MOVE NAME	KEY COMBINATION	NOTES
OPENS	TJ Bomber	○ Charge ○ + MK	Pop-up
	Roller Coaster	○ Charge ○ + MP	Linker & Parry Opener
	Spalitz	○ Charge ○ + GP	
	Skull Crusher	○ Charge ○ + FK	Pop-up
	Air Tractor	○ ○ ○ ○ ○ ○ + MK	Must Jump
	Spinfutz	○ Charge ○ + GP	
	Behind Back Cyclone	○ Charge ○ + GK	Pop-up
	Powerline	Hold TP Release TP Press TP to hit	
	Step Powerline	○ Charge ○ + FP	
	Fake Dizzy	○ + FP	Player must be running
SPECIAL MOVES	Air Double Throw	○ + Any Kick	
	○ + MP		
	Reverse Throw	○ + Hold GP	In an opponent's throw move
	Parry Move	○ + Hold GP	
	Pressure Move	○ FK	
	Breaker	○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○ ○ ○ ○ + FK	
	Ultra	○ ○ ○ ○ + FP	
	ULTIMATE	○ ○ ○ ○ ○ ○ + TP	
Q-Combo Ultimate	Hold GK for 3 seconds, Release GK	Hold forward for 1 second	
END SPECIALS	Super Roller Coaster	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks Linker
	Super Spinfutz	○ ○ ○ ○ ○ ○ + GP	Requires 3 Super Bar Blocks Linker
	Shadow Move	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks
	Dash Franny	○ ○ ○ ○ ○ ○ + FP	Requires 2 to 3 Super Bar Blocks
	Super Tractor	○ ○ ○ ○ ○ ○ + MK	Requires 6 Super Bar Blocks
	End Special 1	Spalitz + GP	
	End Special 2	Behind Back + GK	
	End Special 3	Powerline + FP	
	End Special 4	TJ Bomber + MK	
	End Special 5	○ Charge ○ + FK	After first 4 Enders

SABREWOLF

	MOVE NAME	KEY COMBINATION	NOTES
OPENS	Sabra Wheel	○ ○ + MP	Linker
	Sabra Spin	○ ○ + MK	Parry Opener
	Sabra Spin	○ ○ + MK	Linker
	Sabra Spin	○ ○ + TP	Hold FP To Destroy Powerline
	Sabra Flip	○ ○ + FK	Pop-up
	Sabra Howl	○ ○ + GP	Hold GP To Sustain Howl
	Edra Sabra Howl	○ ○ + GK	
	Sabra Hop	○ ○ + TP or ○ ○	
	Air Double	○ ○ + Punch	
	Parry Move	○ + Hold GP	
SPECIAL MOVES	Pressure Move	○ + FK	
	Breaker	○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	○ ○ ○ ○ + GK	
	Ultra	○ ○ ○ ○ + GK	
	ULTIMATE	Hold FK for 2 seconds and release	
	Q-Combo Ultimate	Hold GP for 2 seconds and release	
	Super Sabra Spin	○ ○ ○ ○ ○ ○ + MK	Requires 2 Super Bar Blocks Linker
	Super Sabra Wheel	○ ○ ○ ○ ○ ○ + MP	Requires 2 Super Bar Blocks Linker
	Sabra Fireball	○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks
Sabra Stamp	Jump in Air + ○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks	
Super Sabra Flip	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
END SPECIALS	End Special 1	Sabra Spin + MK	
	End Special 2	Sabra Flip + FK	
	End Special 3	Sabra Powerline + FP	
	End Special 4	Sabra Howl + GP	
	End Special 5	○ ○ + GK	After first 4 Enders



SPINAL

	MOVE NAME	KEY COMBINATION	NOTES
OPENS	Skull Slicer	○ ○ ○ + MP	Linker
	Flame Blade	○ ○ ○ + FP	Linker, Pop-up
	Skull Scrape	○ + FK	Pop-up
	Skull Spike	In Air + FK	
	Soul Drain	○ ○ ○ ○ + GP	
	Skull Dash	Top ○ ○ ○ or ○ ○	
	Skelpant	○ ○ ○ + Any Kick	Requires 1 Skull
	Power Devour	○ + Hold GP	
	1 Skull Summon	○ ○ ○ + MP	Requires 1 Super Bar Block
	All Skull Summon	○ ○ ○ + FP	Requires 6 Super Bar Blocks
SPECIAL MOVES	Searing Skull	○ ○ ○ + Any Kick	Requires 1 Skull
	In Air + Kick	○ + FK	
	Reverse Throw	○ + Hold GP	In an opponent's throw move
	Pressure Move	○ FK	
	Breaker	○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	○ ○ ○ ○ + FP	
	Ultra	○ ○ ○ ○ + FP	
	ULTIMATE	○ ○ ○ + GK	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + GP	
END SPECIALS	Super Skull Scrape	○ ○ ○ ○ ○ ○ + FK	Requires 3 Super Bar Blocks Linker
	Super Flame Blade	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks Linker
	Super Green Knicker	○ ○ ○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks
	Searing Skull	○ ○ ○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks
	Stunning Skull	○ ○ ○ ○ ○ ○ ○ ○ + MK	Requires 4 Super Bar Blocks
	End Special 1	Reverse Skull Slicer + MP	
	End Special 2	Skelpant + FK	
	End Special 3	Skelpant + MK	
	End Special 4	Skelpant + GK	
	End Special 5	○ ○ ○ + GP	After first 4 Enders